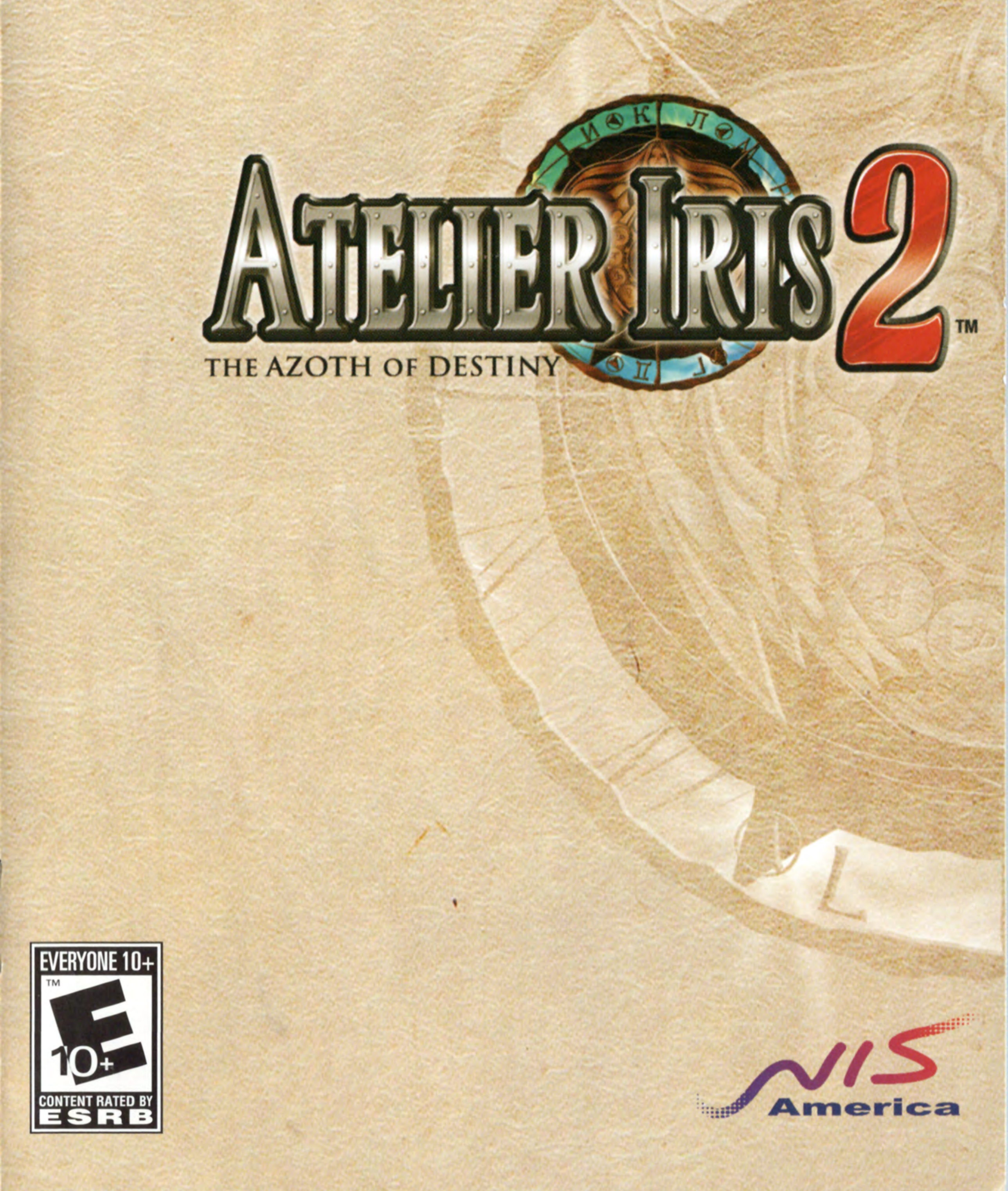
ATELIER IRIS 2™

THE AZOTH OF DESTINY



NIS America

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

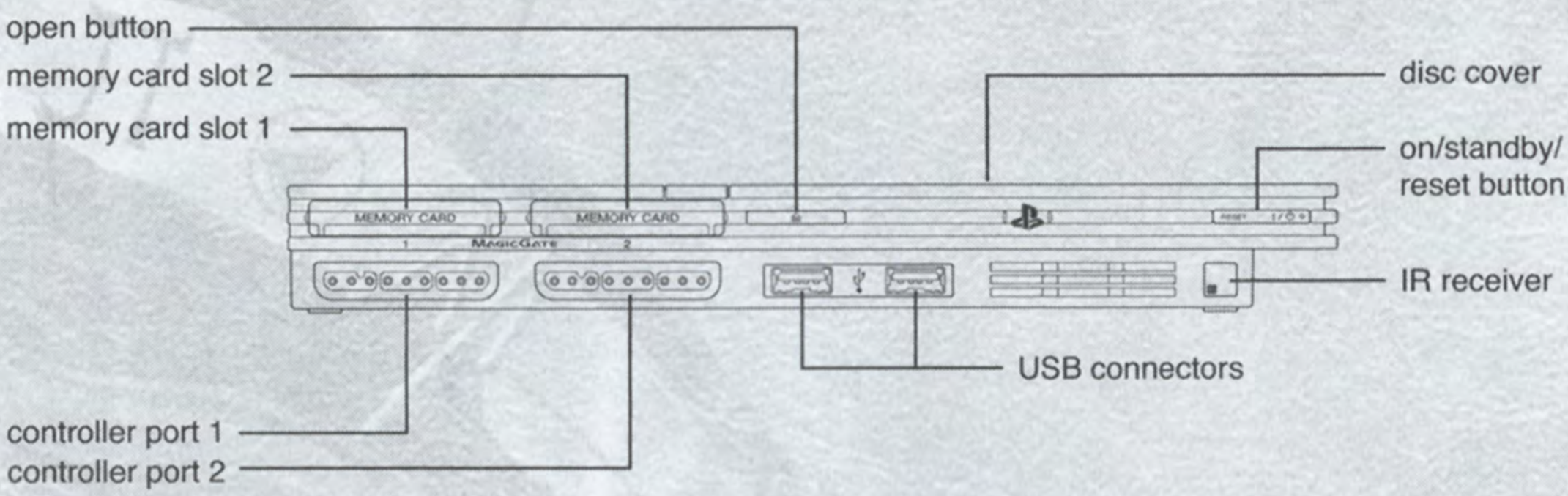
✣ STORY ✣

The World of Eden, a paradise free of war and strife, populated by alchemists and Mana spirits. But, when a crisis cripples Eden, two orphans answer the call to restore the land. Felt volunteers to go to the mysterious world of Belkhyde to investigate. Meanwhile, Viese puts her alchemy skills to work in order to aid Felt on his journey. Over the course of his investigation, Felt befriends the locals and joins them in their fight against tyranny.

● CONTENTS

Contents **01**
Getting Started **02**
Starting Up **03**
Characters **04**
Starting the Game **05**
Saving and Loading **06**
Dual Scenario **07**
World Map View **08**
Field Map View **09**
Item Synthesis **12**
Menu Screen **14**
Battle System **17**

Getting Started



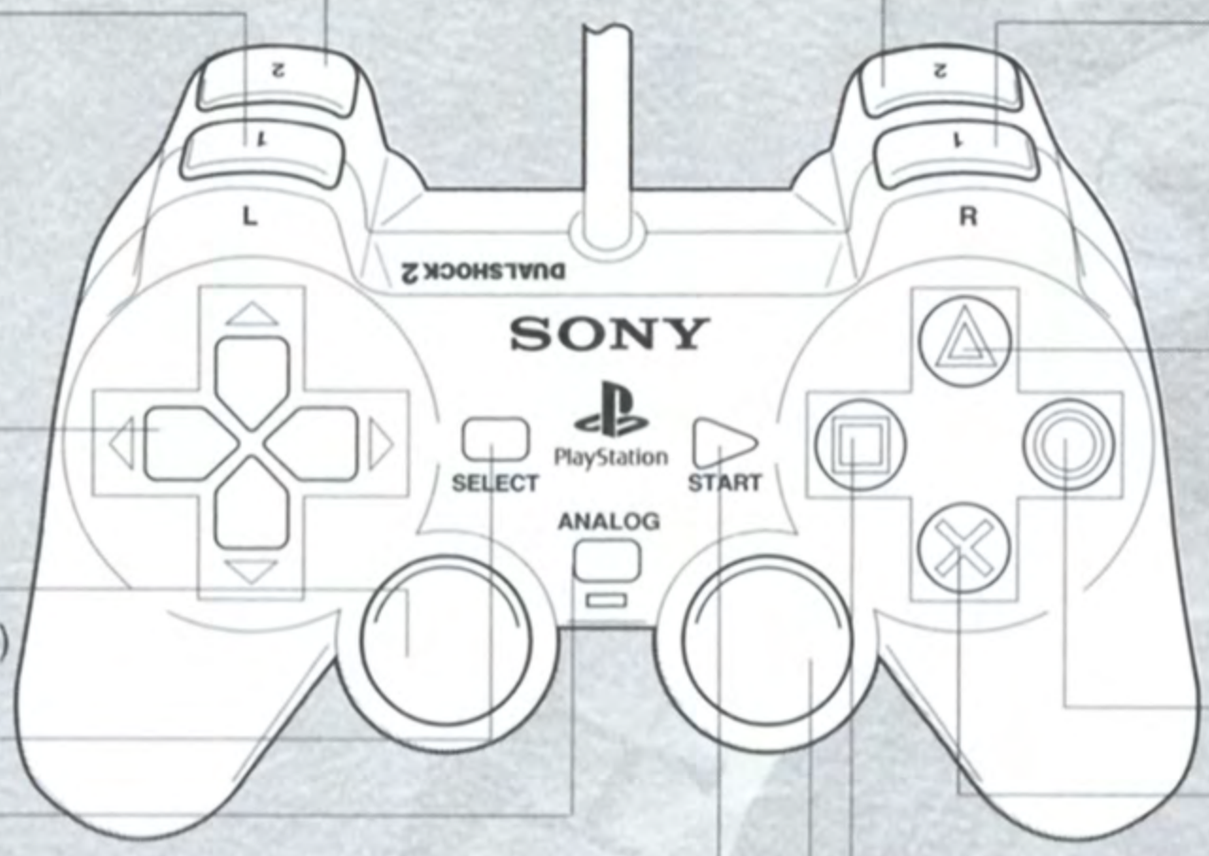
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Atelier Iris 2: The Azoth of Destiny** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripheral, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 analog controller



*This game requires the use of one analog controller.
*This game supports the vibration function. To turn this on or off, use the Options menu.
*When in analog mode, this game will turn the analog LED red.

MENUS

Directional Buttons & left analog stick	: Move Cursor
× button	: Confirm
△ button	: Change Character View
□ button	: Fast Scroll
○ button	: Cancel

FIELD MAP

Directional Buttons & left analog stick	: Move Character
× button	: Enter Area
△ button	: Open Command Menu
□ button	: Elemental Extraction
○ button	: Jump

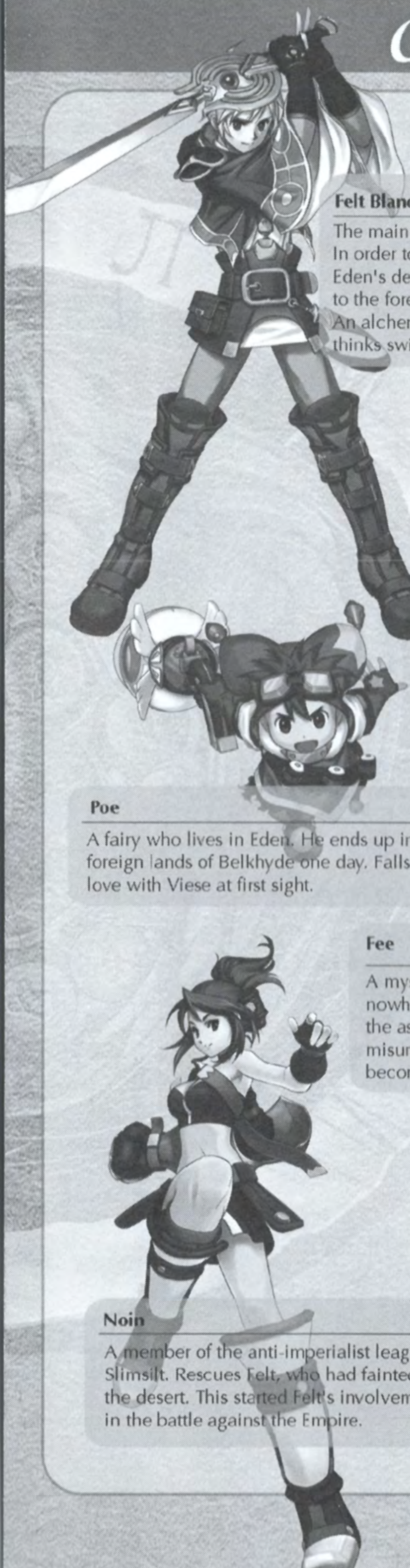
WORLD MAP

Directional Buttons & left analog stick	: Move Character
× button	: Enter Area
△ button	: Open Command Menu

BATTLE VIEW

Directional Buttons & left analog stick	: Move Cursor
× button	: Confirm
△ button	: N/A
□ button	: N/A
○ button	: Cancel

Characters



Felt Blanchimont

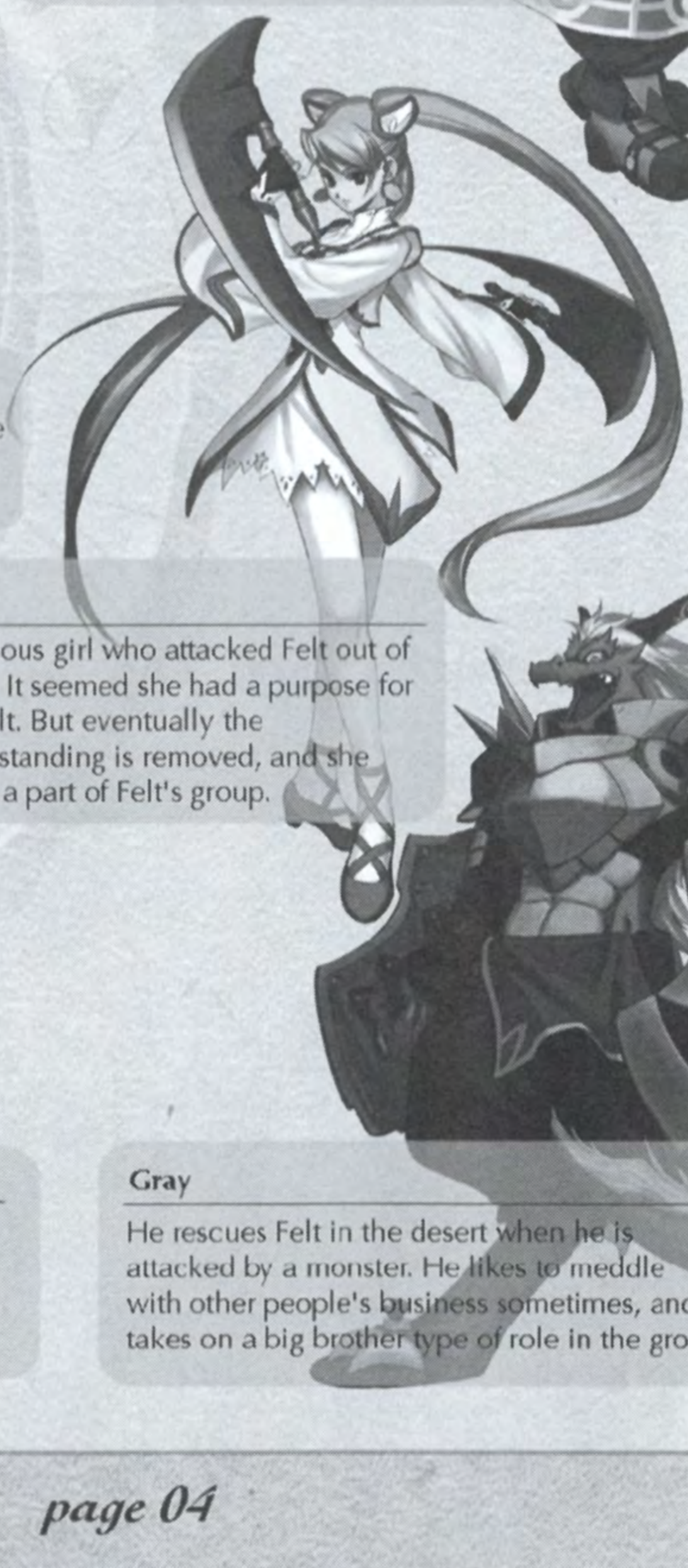
The main hero of this story.
In order to find out the reason for Eden's destruction, he travels alone to the foreign world of Belkhyde.
An alchemist in training, but he himself thinks swinging swords is more in his nature.

Viese Blanchimont

The other main character. She is Felt's childhood friend, and stays in Eden to support Felt's travels in Belkhyde.
She meets the mysterious girl Iris in Eden, and develops motherly emotions for her.

Poe

A fairy who lives in Eden. He ends up in the foreign lands of Belkhyde one day. Falls in love with Viese at first sight.

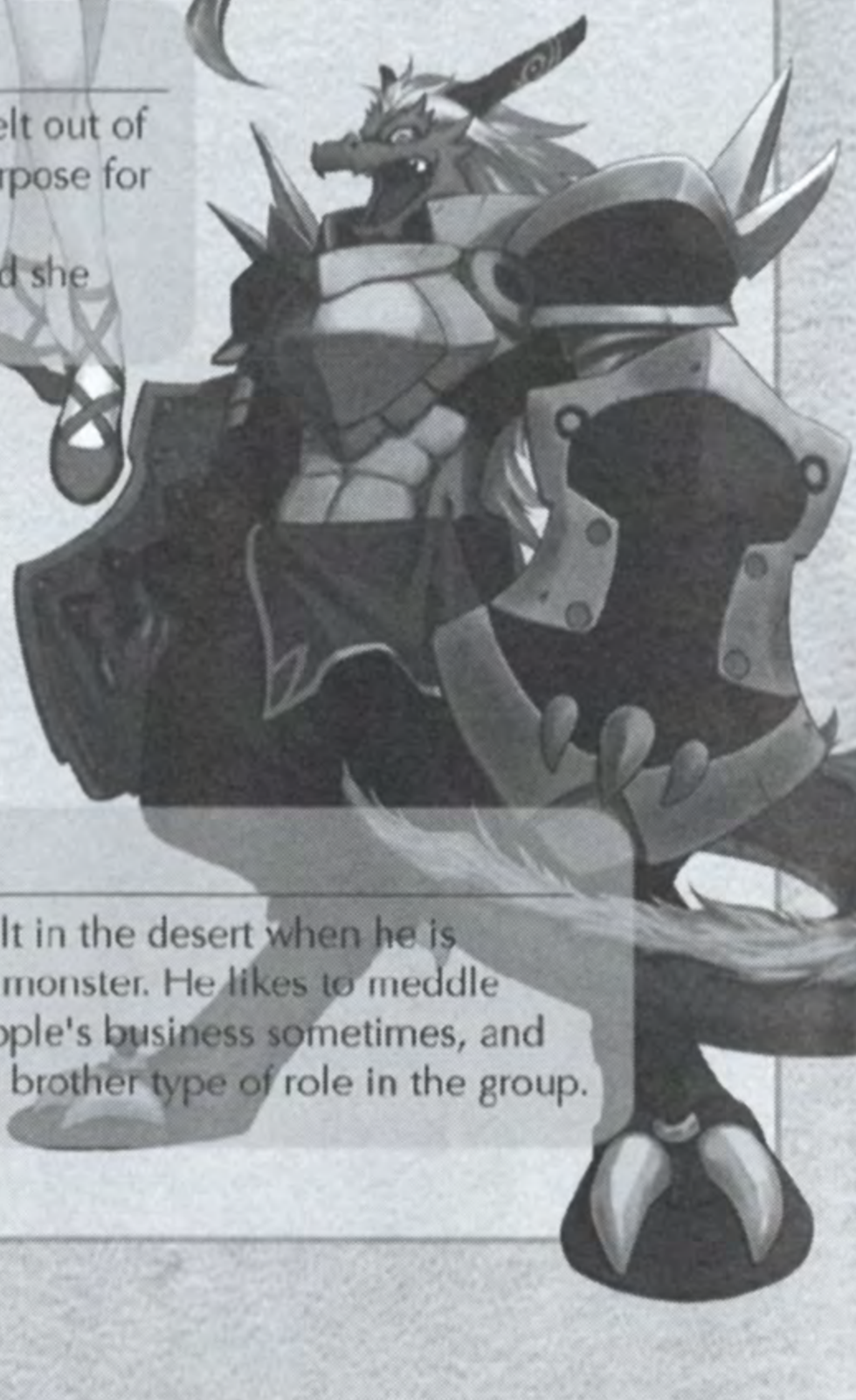


Fee

A mysterious girl who attacked Felt out of nowhere. It seemed she had a purpose for the assault. But eventually the misunderstanding is removed, and she becomes a part of Felt's group.

Noin

A member of the anti-imperialist league, Slimsilt. Rescues Felt, who had fainted in the desert. This started Felt's involvement in the battle against the Empire.



Gray

He rescues Felt in the desert when he is attacked by a monster. He likes to meddle with other people's business sometimes, and takes on a big brother type of role in the group.

Starting the Game

When you power on your PlayStation® 2 computer entertainment system, please insert the disk. After the opening sequence, press the START button. You may also skip the opening movie by pressing the START button.

NEW GAME

New Game

Select to play the game from the beginning.

CONTINUE

Continue

Select to play a previously saved game. Use the directional pad to select a game, then press the ✕ button to confirm.

* This game requires a memory card (8MB)(for PlayStation®2) in memory card slot 1 of your machine.

BONUS

Bonus

You may unlock bonus features by completing the game.

* This feature requires that you have a completed game saved on a memory card (8MB)(for PlayStation®2) in memory card slot 1.

OPTIONS

Options

Change options affecting game play.

SHW TXT: Selects the speed at which the messages are displayed in the message window.

Quiver: Turns controller vibration on and off.

Voice: Turn the dialog sound on or off.

BGM: Adjust the sound volume.

Sound: Choose from Stereo, Dolby Surround Sound, and Dolby Pro Logic II

Language: Choose the language for the voice overs.

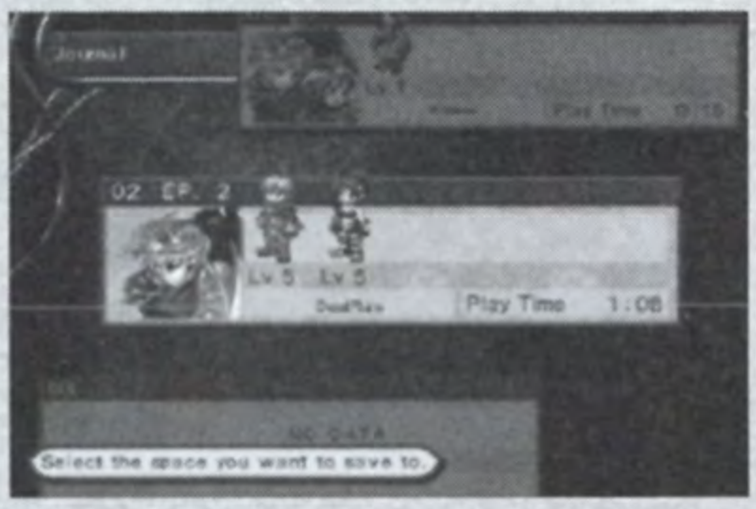
Saving & Loading

To save in this game, press the ✕ button at any game diary in the Field View. Continue by choosing "continue" at the title screen.

S A V E

Saving Game Data

Selecting "Save" will bring up the Save Menu. From here, select the location you want to save and press confirm to save. Use the Up and Down keys to scroll through your records.

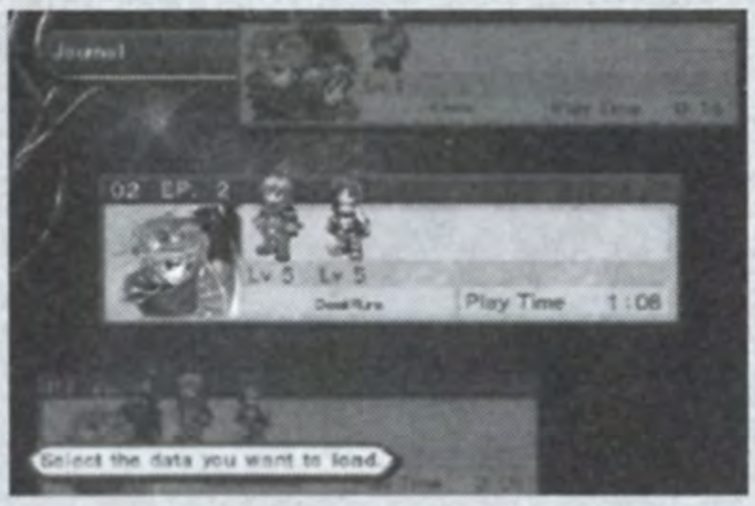


*When saving for the first time, please make sure that you have a memory card (8MB)(for PlayStation®2) with 380KB of free space. You can save up to 12 games in that block.

L O A D

Continuing your game

Select "Continue" from the title to access the Load Menu. Select the data you wish to continue from and press confirm.



* To save and load in this game, you must have a memory card (8MB)(for PlayStation®2).
* Please make sure your memory card (8MB)(for PlayStation®2) is in memory card slot 1 of your console. You will not be able to save or load with a memory card in memory card slot 2.
* While saving and loading, please do not power off or reset your console, or remove your memory card (8MB)(for PlayStation®2). Doing so will corrupt your data.

D O L B Y D I G I T A L

Setting up Dolby Surround Sound

This game is presented in Dolby® Pro Logic II® surround sound with Dolby® Digital cinematics.

Connect your PlayStation®2 to a sound system with Dolby Digital surround sound using a digital optical cable. DIGITAL OUT (OPTICAL) should be activated on the PlayStation®2 system settings when using a digital optical cable. Your sound system will automatically detect Dolby Digital during select movie scenes and Dolby Pro Logic® II during gameplay. If not, please refer to your sound system's instruction manual.

You may need to enable Dolby Digital and / or Dolby Pro Logic II in the audio options menu of the game. The audio from the analog stereo cables of the PlayStation®2 may be disabled during Dolby Digital.

Dual Scenario

This game features a unique dual scenario situation, where you can switch between two main characters in order to proceed in the story.

Chapter Breakdown

Chapter 1
Both main characters united

Chapter 2
Felt's Chapter

Chapter 3
Vieze's Chapter

Chapter 4
Felt's Chapter

S W I T C H

Switching Between Characters

You can switch between characters anytime! Just locate a character changing point (P10), and select "Character Change." Viese does the alchemy, and Felt searches for ingredients.

World Map View

Traveling from towns to dungeons is done in this view. Use the directional keys or the left analog stick to move your character. There are no battles in this view.

Pressing the ✕ button now will take you to the named location.

The Dots that will lead you to the places.

TOWN / DUNGEONS

Entering Towns and Dungeons

Towns and dungeons on the world map are shown with icons. The names of the location you are at and the locations near you are shown. Pressing the ✕ button on a location will take you into the Field View.

Field Map View

When you enter a town or dungeon, you enter the Field Map. The directional buttons and left analog stick move your character. You can talk to people, buy items, and find items in this view. You can also battle enemies in dungeons.

T A L K / S E A R C H

Talking, Searching

While facing people on the street, press the ✕ button to talk to them. Walk up to the counter to talk to the store clerks. You can also open treasure boxes and search in barrels by pressing the ✕ button while facing them.

Talking

Searching

D A S H

Dashing

You may run by moving the left analog stick or pressing the directional button.

C A M P C I R C L E

Camp Circle

On the field you will often find "Camp Circles." When you press the ✕ button while standing on them, you will enter your tent. In here you will find a game diary where you can save your game progress. You can also talk to your party members and prepare for your next battle.

✕ button while standing on it

Going outside

A C T I O N S

Actions

Jump

The first action that you start with, allows you to reach higher areas.

Elemental Extraction

Press the □ button for elemental extraction. You can extract the mana power from items around the world to use in synthesis.

G I M M I C K A C T I O N

Gimmick Action

Around the field you will often find objects where you can press the X button. If you have the appropriate item, you can interact with it. You can use these actions to gain items to synthesize more items and continue with the game.

Sprouts and Plants

Once you synthesize "Wonder Grow" type items, you can use them on plants to generate new items. There are even plants which you can take from sprouts to plants to bushes.

Ore Deposits

Using a "Flay Hammer" or a "Flame" type item will either get rid of annoying rocks or get you new items.

Stone Lithographs

Use the "Rainbow Cloth" to read words that you cannot understand.

Grappling Hook

Using the "Grappling Hook" can get you to high places you couldn't get to before.

F A C I L I T I E S

Facilities

There are various facilities around towns where you can buy items or rest. Here is a short explanation on how to use these facilities.

Base

Viese and Felt each have their own base. Viese's is her atelier, and Felt's is in his camp. In it you will find a save book and can speak with your party members. In addition, you will find the following functions in yours base.

- **Full HP heal**
  - ❊ Enterring your base will fully heal your characters, but it also resets the “Encounter Gauge”(P11)
- **Switch Main Characters, Save and Load games**
  - ❊ In the Game Diary, you can choose from Save, Load, and "Change Character."

● **Weapon Synthesis (Felt)**

❊ During the game, press the ✕ button in front of the anvil.

● **Item Synthesis (Viese)**

❊ Press the ✕ button in front of the cauldron.

Tool and Item Shops

When in town, all you have to do is talk to the shop owners across the counter to buy tools and accessories. Every town has different items, and the inventory changes as time goes on so check back often. Moreover, there are members of the Zwital Merchants Association in Belkhyde who specialize in trading. When you speak to these people, you can trade with them.

● **Buy Items**

Select what merchandise you wish to purchase from the shop's inventory.

● **Sell Items**

Select the items you want to sell from a list of your inventory. Basically the same as buying items.

ENCOUNTER

Encounter Gauge

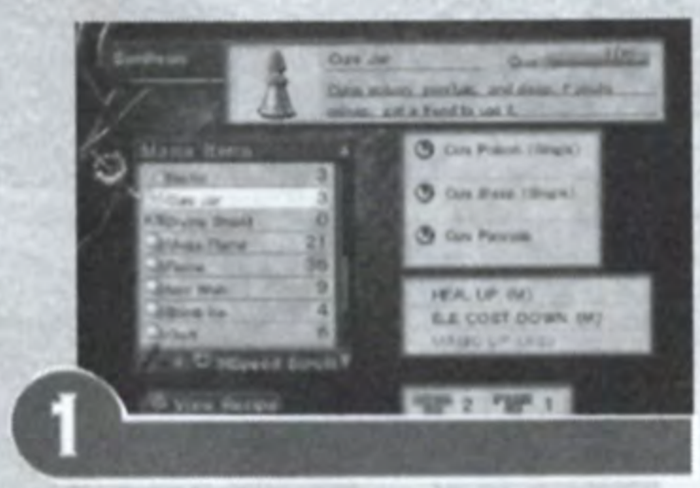
When traveling around the field, you can gauge when a random encounter will occur. While traveling, the gauge will change color from blue → green → yellow → red, depending on how imminent the battle is. The amount of enemies left in the area is depicted by how full the gauge is. When the gauge empties, there are no enemies left in the area.

Item Synthesis

Property Reviews

Item Synthesis (Viese)

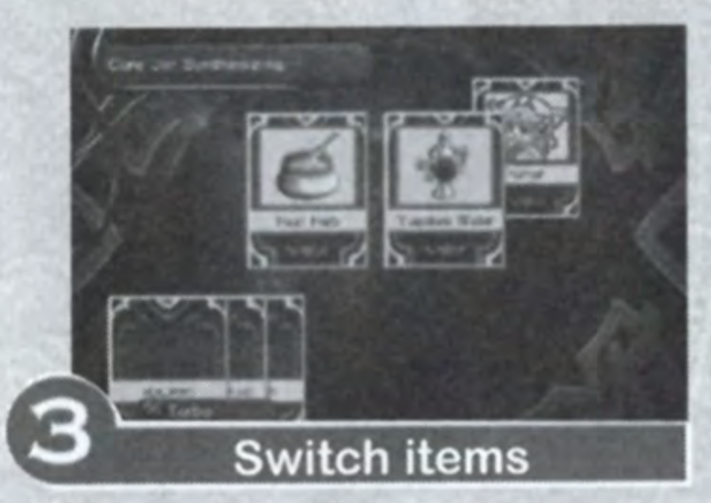
As a True Alchemist, Viese has the ability to combine items. Furthermore, she can take advantage of all the materials, items, and recipes that Felt has passed through the Share Ring. Item synthesis requires recipes. You cannot make an item without its recipe.



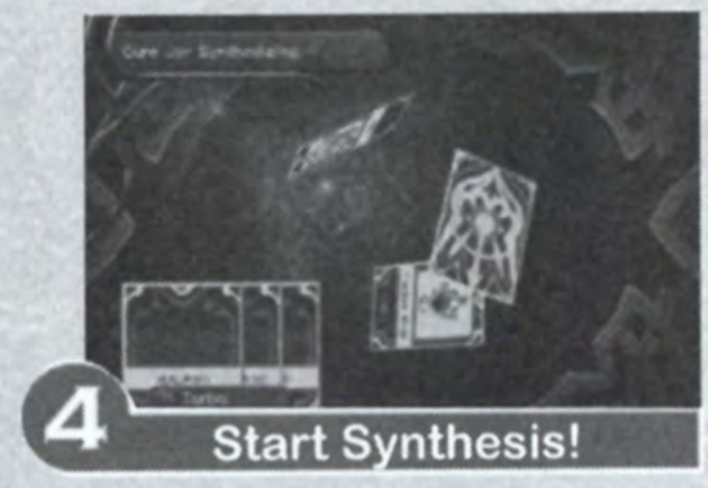
Select the item you wish to synthesize from the item list. The items to the right of the list are the materials used for the synthesis.

When you open the item synthesis menu, you have three options: "Substitute Materials," "View Property Reviews," and "Synthesize."

❊ If you don't have the materials for the recipe, you cannot synthesize the item.

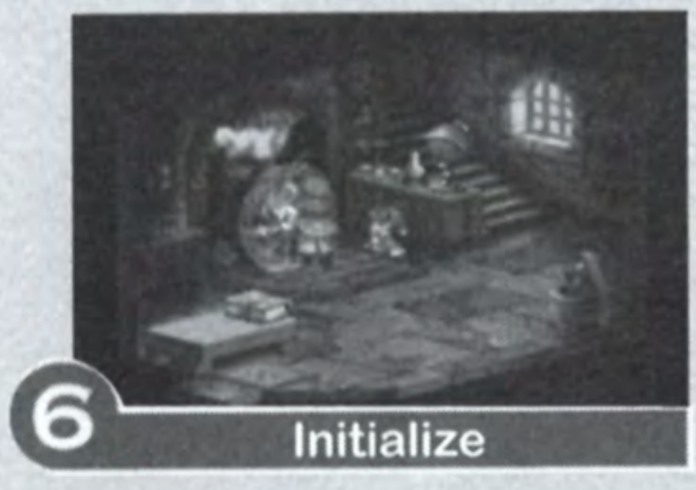


You can change the items you use in a recipe. Exchanging items can give different properties to an item, and in some cases create a completely new item.



If items have the same review card, it will be upgraded. However, you can only have up to 4 review cards.

Synthesized Mana Items will automatically be initialized.



After you initialize an item, you can easily duplicate it.

Property Reviews

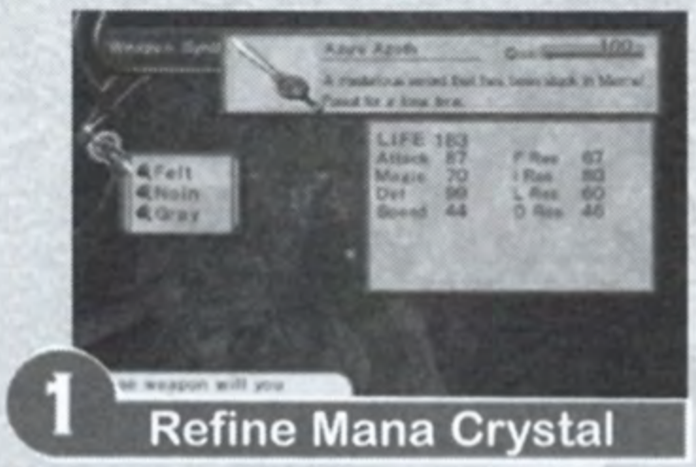
Every Harvested Item has at least one Property Review, such as "Increased Effect Radius." That is the extra effect of that item. By using items with property reviews for synthesis, you will be able to create items with other effects in addition to the original effect of the item itself. You can have up to 4 property reviews on one item, and combining items with the same property reviews will enhance the reviews, creating an even more powerful item.

Item Synthesis

Property Reviews

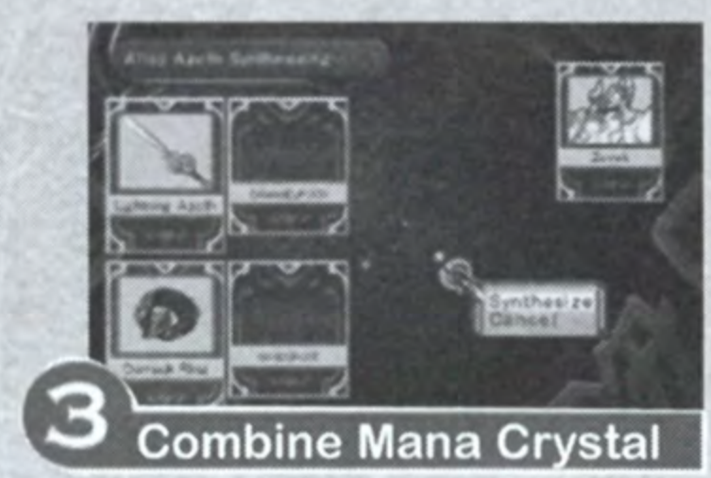
Weapon Synthesis (Felt)

During the game, Felt will gain the ability to do weapon synthesis. With this ability, he can use the items that Viese synthesizes with Mana to strengthen his party members' weapons.



Select the character whose weapon you wish to strengthen. Then select the weapon you wish to synthesize.

Select the weapon you wish to synthesize from the weapon tree. You can make any weapon adjacent to your current weapon.



Begin mixing the materials. The weapon will possess the property reviews of the item you mixed with it.

You can make any weapons you have made before.
If the weapons are connected in the tree, you can synthesize it.

Secret Factor

As the story progresses, you can use the "Secret Factor."
Secret Factors are skills you can learn from Felt's synthesized weapons or Viese's synthesized items.

Learning Skills

Skills are acquired through obtaining Skill Points (SP) through battles. After you have mastered a skill, you will retain it even after you have unequipped the item. For a skill, should you continue using a weak item until you learn it? Or should you equip a stronger item with a worse skill? It's up to you on how you wish to develop your characters.

Menu Screen

From the menu you can use and create items, equip weapons and accessories, and change various configurations. To access the menu, press the △ button from the world or field map.

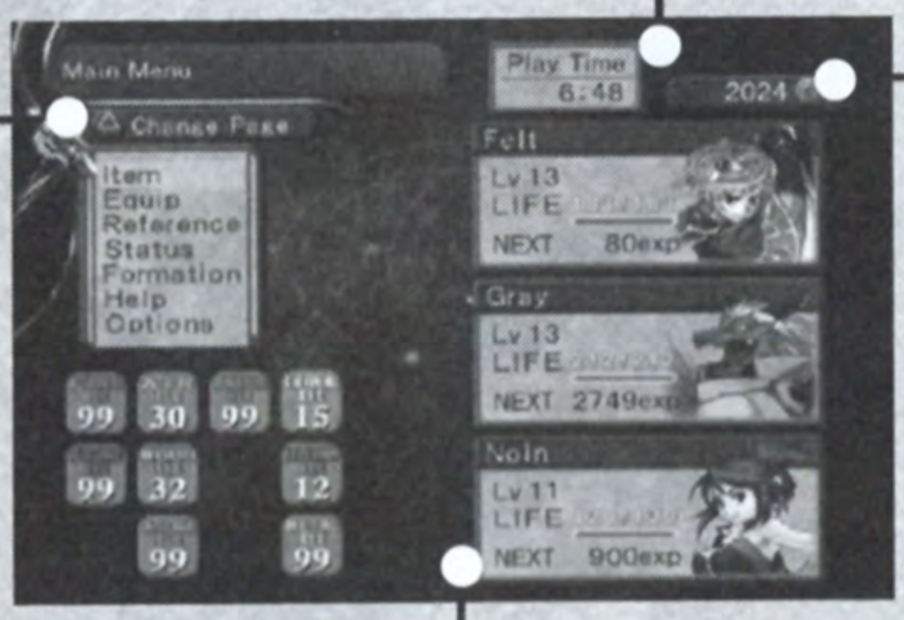
MAIN MENU

Main Menu

Current total play time.

Current money.

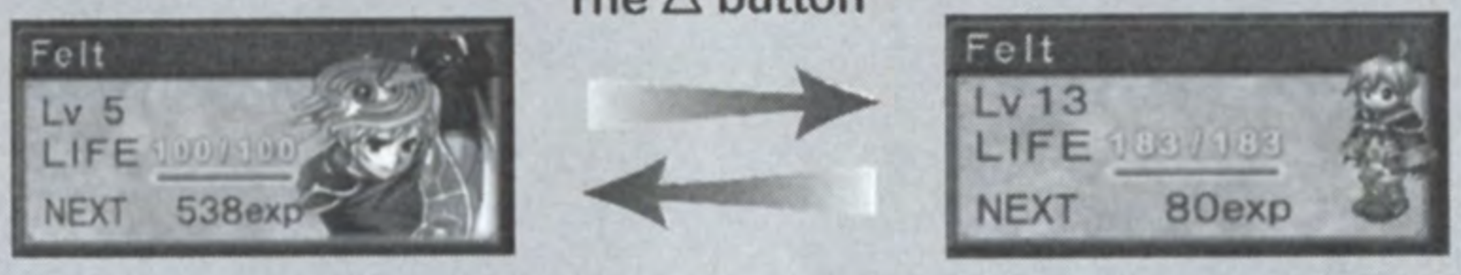
Commands
❖ See pages 15-17.



Character Window
A simple summary of the character's status. To change the display type, press the △ button.

Character Window

The △ button



Lv	: Current Level
LIFE	: Current HP status
NEXT	: Amount of EXP needed for next level

MAIN MENU

Command: Item

Mana Item

Displays all battle and field usable items.
Pressing the △ button displays the current item's recipe.
Selecting and pressing the ✕ button will also allow you to use the item or synthesize more.

Use

Use the selected item. In the case of a recovery item, select the target after you select "use."

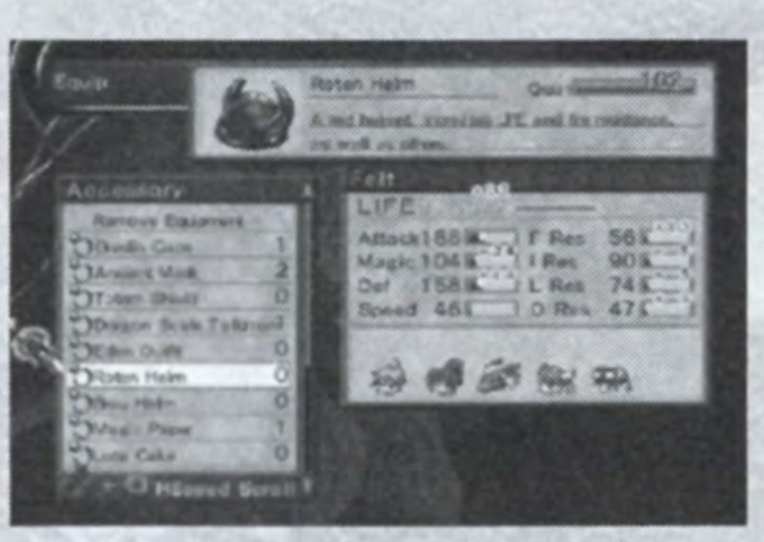
Mana Synthesis

Synthesize any initialized mana items using elements. If you have the required elements, you can easily synthesize any mana item you need.

Menu Screen

Accessory

Displays the accessories in your inventory. On the accessories that Viese created, you can press the △ button to display the recipe with which it was made. You can also equip an accessory by selecting it and pressing the ✕ button.



Alchemy Item

Displays the items that Viese synthesized.
Pressing the △ button displays the recipes used.

Harvested Item

Displays items that you have found.

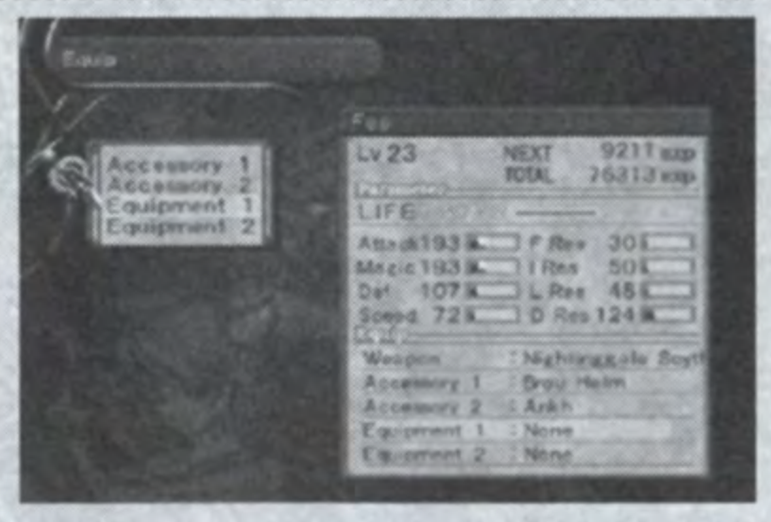
Key Item

Displays story related and other important items.

E Q U I P M E N T

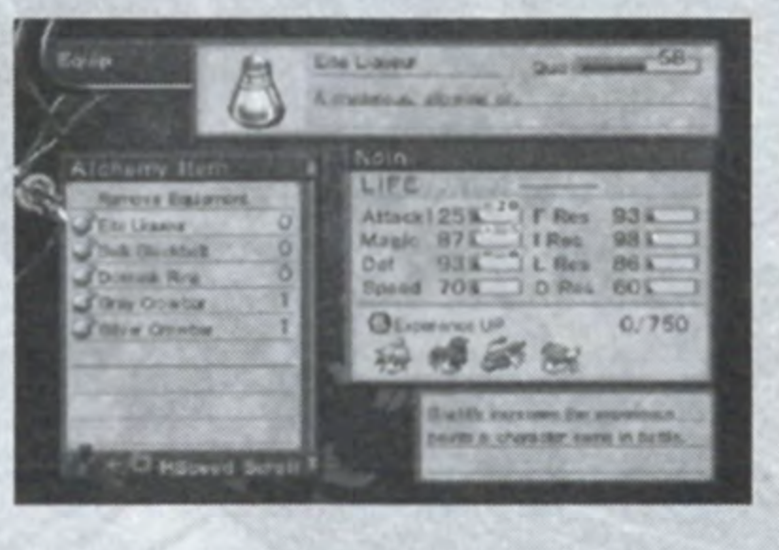
Command: Equip

In the equip menu, you can equip up to two (2) accessories. Equipping accessories will grant you increases to your stats.



Synthesized Item

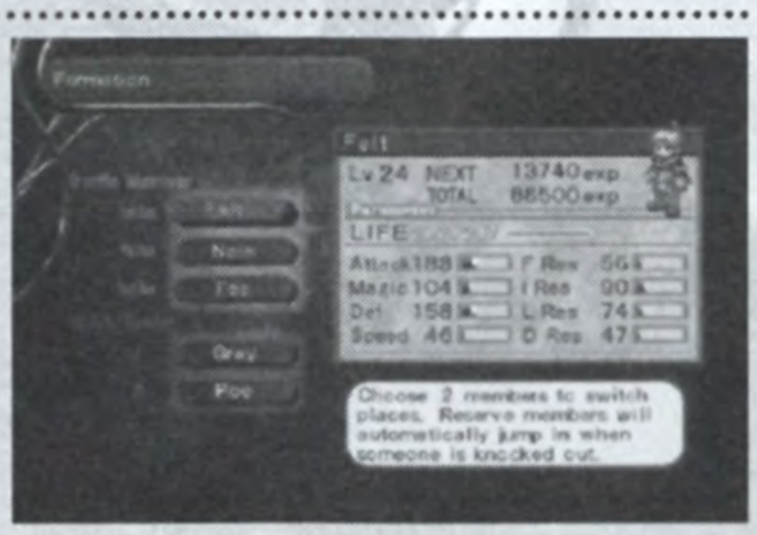
After activating the secret factor, you can also equip up to 2 synthesized items. Equipping these items will allow you to learn various skills. To check what skills you can learn, check the right window.



F O R M A T I O N

Command: Formation

Change your party's formation (front, middle, and back). You can only have three (3) characters battling at once, however you can arrange the order in which characters will be replaced should any fall during battle.



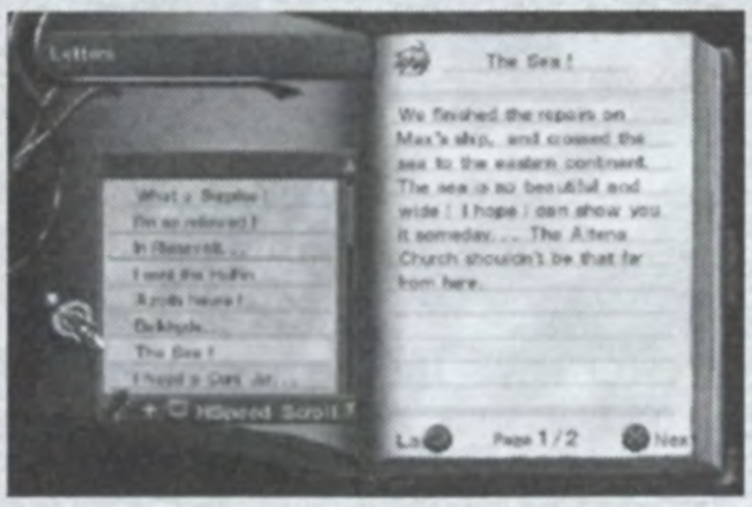
Menu Screen

REFERENCE

Command: Reference

Letters

In the game, you can read through the correspondences between Felt and Viese. This can provide you insight into where you need to go and what you need to do at that point in the storyline.



Item List

View information on all items you have collected.

Skill List

View all skills you have practiced and learned.

Monster List

View all monsters you have defeated.

People List

View profiles of all major characters you have met.

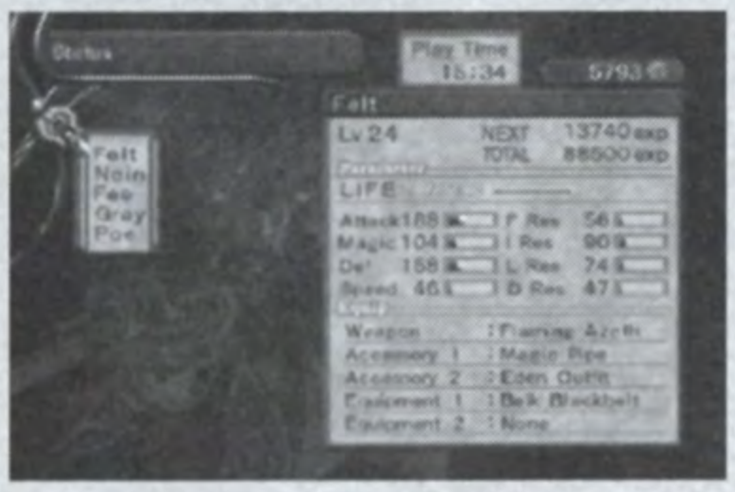
Review List

View all of the reviews for items you have received.

STATUS

Command: Status

Allows you to view your party member's status. You can also view their weapon and skill status.



HELP

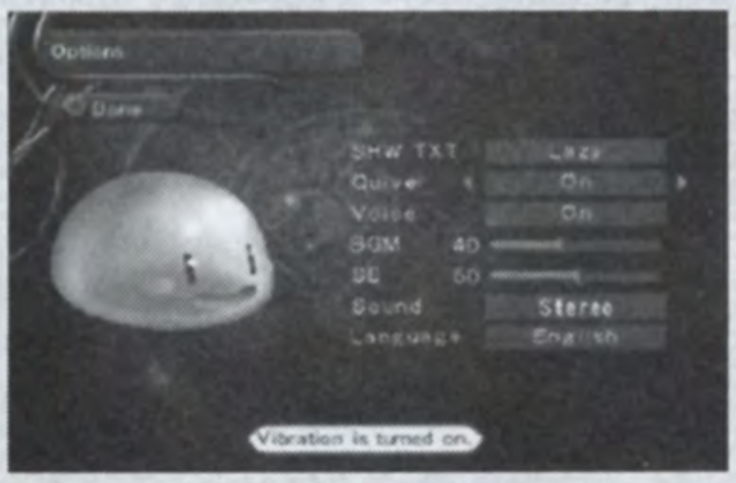
Command: Help

Allows you to view in-game help. You will gain more help files as the game goes on, so it might be beneficial to read them sometimes.

OPTIONS

Command: Options

Edit the game play options. This command gives you the same options as the "Options" command from the title screen. Please refer to page 5 for details.



Battle System

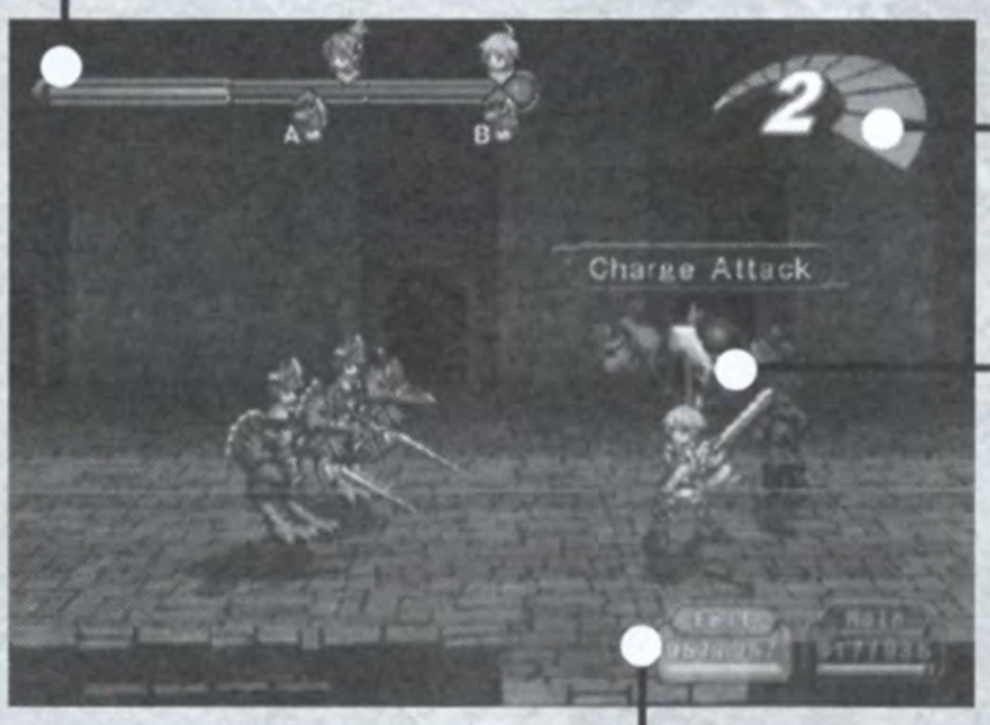
When you meet enemies in dungeons and field maps, you will be taken to the battle view. Here, we will explain the menus and rules of engagement.

BATTLE STATUS

Battle View

ACTB Bar
Allows you to see the order in which character's and enemies will go. Move order goes from left to right, and if a character's icon is knocked into the far left, they will be unable to move.

Skill Gauge
Skills require the use of this gauge. It charges when you use a charge attack or when you get hit.



Battle Status
Displays the status of the characters currently battling. Starting from the leftmost character, it displays their name, and current life/maximum life.

Battle Commands
Allows you to select and confirm commands of your character (the character currently highlighted by the target icon).

Battle Commands

When it is your character's turn, you can select from a variety of commands. Depending on the situation, there may be commands that you cannot choose.

Charge Attack
Attack the enemy with your weapon.

Break Attack
An attack designed to disrupt enemy turn order. You are also able to break an enemy when they are in the orange area of the ACTB bar.

Item
Use an item from your inventory. Select an item from the item selection window to use.

Skill
Use a character's special skill. Select a skill from the skill window to use.

Mana Synthesis
Unique to Felt, this skill allows you to generate and use mana items on the fly by borrowing a mana's power.

Run
Run away from battle. There is a possibility of failure. Also, when fighting boss characters this command will not be displayed.

Change
Select this to switch characters in the middle of battle. Characters switched in like this can act immediately.

Defend
Selecting this puts your character in a defensive pose, allowing your character to withstand more damage.

RULE OF BATTLE

Rules of the Battlefield

The battle is ended when either all of the enemies are defeated, or all of your party members are dead (LIFE = 0).

Victory

Victory is achieved by defeating all the enemies in an encounter. When you win, you gain experience, Cole (money), and occasionally items.

※ Defeated characters only get half experience after battle.

After battle, the battle results screen will show information on your acquired experience and money. When a character levels up it will display "LEVEL UP." Also, it will announce when a character has mastered a skill.

Game Over

It is Game Over when all of your characters' Life becomes 0.

ACTIVE COST TIME BATTLE

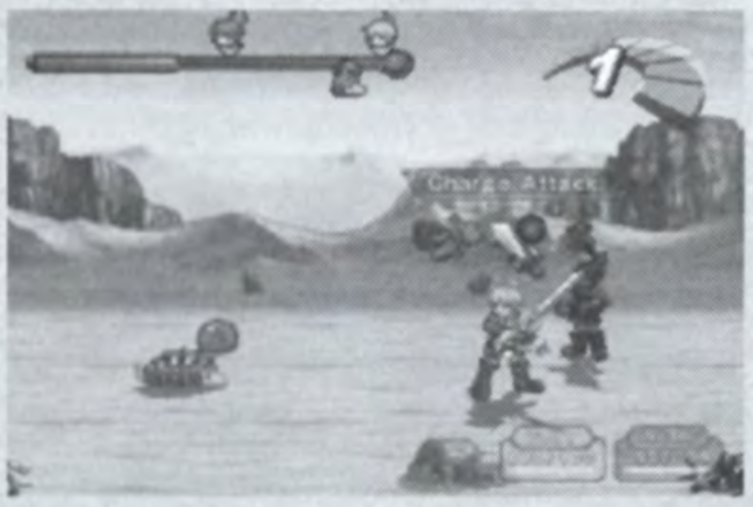
Active Cost Time Battle

Rather than using a turn based battle system, this game uses an Active Cost Time Battle System. Other than preparation for your action, the battle goes on in real time.

ACTB Bar

Character order is determined by their position on this bar. Character icons can start at any point in the bar and proceed toward the right. When the icon reaches the red ball at the end of the bar, it is their turn to act. The movement speed is determined by each character's speed. Furthermore, when a character is hit by a break attack their icon will be shifted left, thus slowing them.

Break System



The "Break Attack" attempts to push enemies back into the orange section of the ACTB bar. When an enemy is put into the broken status, you will see the amount of hits and damage that you deal. The more damage and hits that you deal, the more experience bonuses you will receive!

Skill Gauge

When you hit an enemy with a "Charge Attack" or get hit by an enemy attack, your skill gauge will increase. The skill gauge is necessary for all the skills that your party has.

※ "Charge Attacks" let you use your skills and "Break Attacks" let you do chains, so plan out your strategies!

SKILLS

Skills

An introduction to the skills you can use in the beginning. These skills can be used by equipping weapons. You can also master skills by accumulating skill points (SP).

Character	Skill Title	Description
Felt	Mana Strike	Attack a single enemy with a mana charged blow.
	Mana Wave	Attack a group of enemies using the Azoth.
	Strike Edge	Several attacks within a single moment with the Azoth.
Noin	Force Blast	A powerful aura blast, hits through enemy defense.
	Combo Attack	Knocks the enemy into the air then slams them down again.
	Heal Breeze	A gentle breeze heals all allies a little.
Gray	Holy Blade	A holy blade that deals a lot of damage to enemies with high dark resistance.
	Twin Dragon	Combo attack with both swords
	Fire Breath	Deals fire damage to enemies
Fee	Air Slicer	Combines her two scythes and attacks like a boomerang.
	Divine Drain	Drains enemy attack power and increases her own.
	Divine Stun	Upgraded break attack
Poe	Funny Bullet	Special bullet that damages and gives enemies random status effects.
	Poe Dynamite	Blows the enemy up with dynamite
	Poe Missile	Attacks a group of enemies with carpet bombing.

STATUS EFFECTS

Status Effects

During battle, character status can be affected through special attacks and items.

Poison

For a period of time you will take some damage every turn during battle.

Sleep

Causes the character icon on the ACTB bar not to move.

Paralysis

Lowers your damage through attacks and skills.

Curse

You cannot heal.

Incapacitated

When your LIFE reaches 0, then you become incapacitiated and cannot participate in battle. You will be automatically revived after battle, however you will only get half the amount of experience.

You can heal most of these effects during your turn using items or skills. However, if you leave them, they will have a negative influence on your battle so try and get rid of them as fast as possible.

Atelier Iris 2 ~The Azoth of Destiny~
Credits

NORTH AMERICAN VERSION
LOCALIZATION TEAM

LOCALIZATION PRODUCERS
Tadanobu Inoue
Haru Akenaga

LOCALIZATION DIRECTORS
Yuji Higuchi
Jack Niida

LOCALIZATION ASSISTANT DIRECTOR
Jason Shuai

PROGRAMMING
Yuji Higuchi

SCRIPT EDITORIAL
Steven Carlton

TRANSLATION
Ben S.

VO PRODUCTION

RECORDING DIRECTOR
Keith Arem
Valerie Arem

SOUND ENGINEER
Jesse Kovarovics
James Vance

RECORDED AT
PCB Studios, California

PRODUCTION DIRECTOR
Hiroko K. Nelson

PACKAGE DESIGN
Hiroko K. Nelson

WEB DESIGN
Lisa La

PR & MARKETING
Johanna Hirota
Jack Niida

QUALITY ASSURANCE
Steven Carlton
Alex Daniel
Samuel Chu
Roman Marrotte
James Conrad
Darrell Conrad
Melissa Gan
Vinh Bui

SPECIAL THANKS
Laura Ford (SCEA)
Michael Foster (SCEA)
Phoenix Spaulding
Satomi Aihara

IN COOPERATION WITH
Prima Publishing

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90 days warranty period, NIS America will replace the game CD, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.

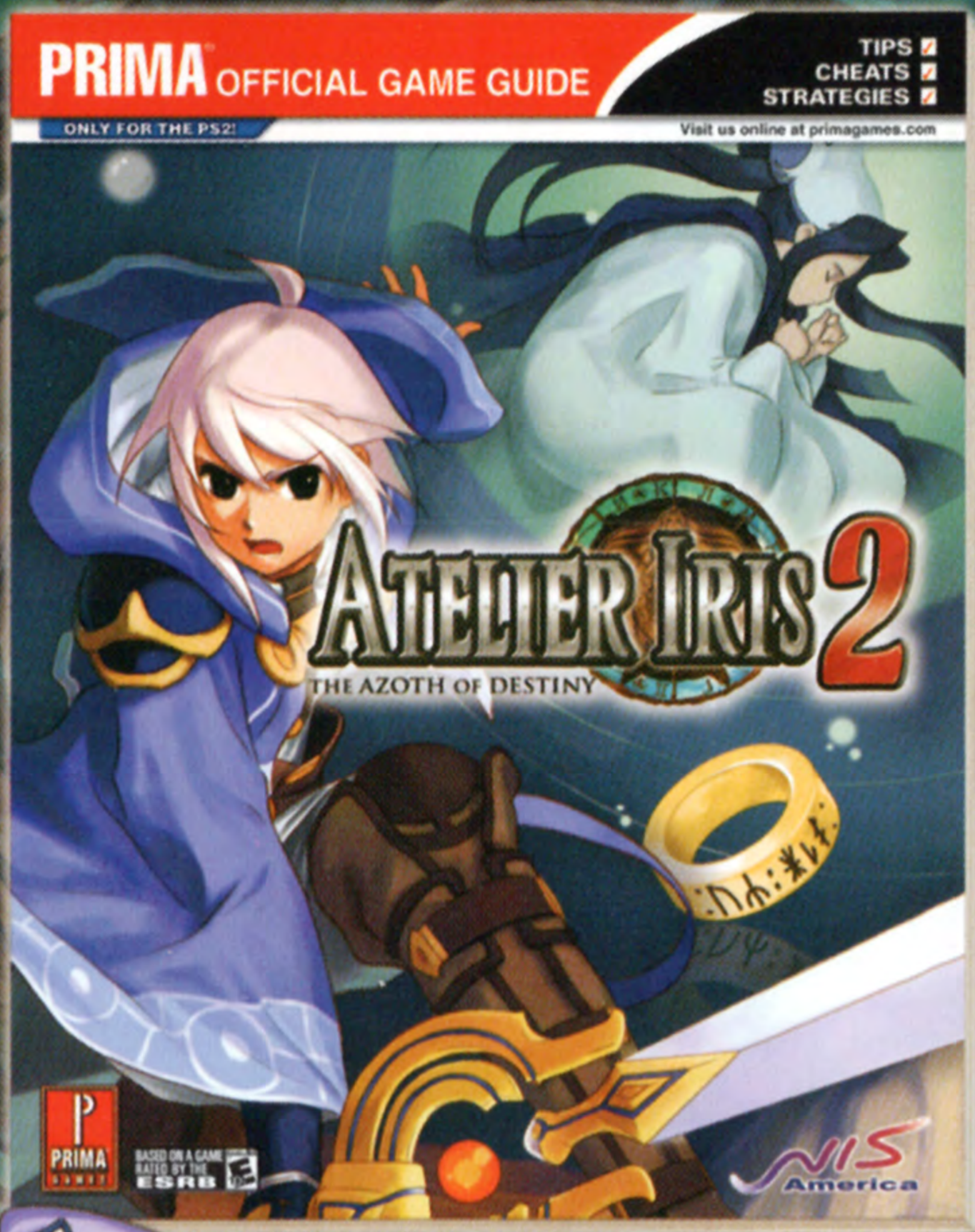
WARRANTY SERVICE

1. **Send in Registration Card.**
2. **Save the sales receipt and UPC code found on the game package.**
3. **If the game is covered under a store warranty, return the game to the store at which the game was purchased.**
4. **If the game is not covered by a store warranty, notify NIS America by emailing *support@nisamerica.com* or call the customer service dept. at (714) 456-1763, between the hours of 10 a.m. to 5 p.m Pacific Standard Time, Monday through Friday.**

TECHNICAL SUPPORT

Please contact customer Service by e-mail at *Support@NISAmerica.com*.

NOW AVAILABLE!



- Every Alchemy recipe listed
- All alchemy component descriptions to help you boost your recipes
- Complete walkthrough reveals every hidden item and chest
- Battle tactics to ensure victory over your many foes
- Character breakdowns with information on all special skills

NIS America, Inc. 1231 E. Dyer Rd. Suite270 Santa Ana, CA 92705

©2005 Gust Co., Ltd. All rights reserved. Licensed to and Published by NIS America, Inc. Distributed exclusively by ATLUS U.S.A.

GUST Incorporated